

WHAT IS CLAIMED IS:

1. An information erase method that handles
bitstream information formed by a stream object which
includes a first data unit, a second data unit having
5 one or more first data units, and a third data unit
having one or more second data units, wherein
a portion of bitstream information included in the
stream object is allowed to be erased in unit of the
third data unit.

10 2. An erase range designation method that handles
bitstream information formed by a stream object which
includes a first data unit, a second data unit having
one or more first data units, and a third data unit
having one or more second data units, and streamer
15 information that manages the stream information,
wherein

the bitstream information includes information of
a program formed of one or more cells, and information
of a program chain indicating a sequence of the program
20 or a portion thereof,

the information of the program chain is included
in the streamer information,

the information of the program chain includes
start time information of the first data unit including
25 contents of the cell, and end time information of the
first data unit including the contents of the cell, and
an erase range of a portion of bitstream

information included in the stream object is designated by the start time information and the end time information.

3. A temporary erase state setting method that
5 handles bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or more second data units, wherein

10 a portion of bitstream information included in the stream object is allowed to be set in a temporary erase state in unit of the third data unit.

4. A temporary erase range designation method
that handles bitstream information formed by a stream
object which includes a first data unit, a second data
15 unit having one or more first data units, and a third
data unit having one or more second data units, and
streamer information that manages the stream
information, wherein

the bitstream information includes information of
20 a program formed of one or more cells, and information
of a program chain indicating a sequence of the program
or a portion thereof,

the information of the program chain is included
in the streamer information,

25 the information of the program chain includes
temporary erase start time information of the first
data unit including contents of the cell, and temporary

erase end time information of the first data unit including the contents of the cell, and

5 a temporary erase range for a portion of bitstream information included in the bitstream object is designated by the temporary erase start time information and the temporary erase end time information.

10 5. An information management method that handles bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or more second data units, and streamer information that manages the stream information, wherein

15 the bitstream information includes information of a program formed of one or more cells, and information of a program chain indicating a sequence of the program or a portion thereof,

20 the information of the program chain is included in the streamer information,

the information of the program chain includes start time information of the first data unit including contents of the cell, temporary erase start time information of the first data unit including the
25 contents of the cell, and temporary erase end time information of the first data unit including the contents of the cell, and

a temporary erase range for a portion of bitstream information included in the bitstream object is designated by the temporary erase start time information and the temporary erase end time information.

6. An information management method according to claim 5, wherein

when the start time information matches a head of the first data unit that starts within the third data unit, the streamer information is rewritten by adjusting the temporary erase start time information to the start time information of the first one of the first data units which starts within the third data unit that includes the first data unit with the start time information.

7. An information management method that handles bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or more second data units, and streamer information that manages the stream information, wherein

the bitstream information includes information of a program formed of one or more cells, and information of a program chain indicating a sequence of the program or a portion thereof,

the information of the program chain is included

in the streamer information,

the information of the program chain includes
start time information of the first data unit including
contents of the cell, temporary erase start time
5 information of the first data unit including the
contents of the cell, and temporary erase end time
information of the first data unit including the
contents of the cell,

10 a temporary erase range for a portion of bitstream
information included in the bitstream object is
designated by the temporary erase start time
information and the temporary erase end time
information, and

15 when the cell corresponding to a portion
designated as the temporary erase range includes a head
of the stream object, the streamer information is
rewritten by adjusting the temporary erase start time
information to the start time information of the first
one of the first data units which starts within the
20 third data unit that includes the first data unit with
the start time information.

8. An information management method that handles
bitstream information formed by a stream object which
includes a first data unit, a second data unit having
25 one or more first data units, and a third data unit
having one or more second data units, and streamer
information that manages the stream information,

wherein

the bitstream information includes information of a program formed of one or more cells, and information of a program chain indicating a sequence of the program or a portion thereof,

the information of the program chain is included in the streamer information,

the information of the program chain includes start time information of the first data unit including contents of the cell, temporary erase start time information of the first data unit including the contents of the cell, and temporary erase end time information of the first data unit including the contents of the cell,

a temporary erase range for a portion of bitstream information included in the bitstream object is designated by the temporary erase start time information and the temporary erase end time information, and

the streamer information is rewritten by adjusting the temporary erase start time information to the start time information of the first one of the first data units which starts within another third data unit immediately followed by the third data unit that includes the first data unit with the start time information.

9. An information management method that handles

bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or more second data units, and streamer
5 information that manages the stream information, wherein

the bitstream information includes information of a program consisting of one or more cells, and information of a program chain indicating a sequence of
10 the program or a portion thereof,

the information of the program chain is included in the streamer information,

the information of the program chain includes start time information of the first data unit including
15 contents of the cell, temporary erase start time information of the first data unit including the contents of the cell, and temporary erase end time information of the first data unit including the contents of the cell,

20 a temporary erase range for a portion of bitstream information included in the bitstream object is designated by the temporary erase start time information and the temporary erase end time information, and

25 the streamer information is rewritten by adjusting the temporary erase end time information to the start time information of the first one of the first data

units which starts within the third data unit that includes the first data unit which immediately follows the cell corresponding to the portion designated as the temporary erase range.

- 5 10. An information management method that handles
bitstream information formed by a stream object which
includes a first data unit, a second data unit having
one or more first data units, and a third data unit
having one or more second data units, and streamer
10 information that manages the stream information,
wherein

the streamer information includes management
information of the stream object, and

- when a head portion of the stream object is
15 deleted, the third data unit located at a head of the
stream object after deletion remains unchanged, and
only contents of the management information
corresponding to the deleted portion are changed in
correspondence with the deletion.

- 20 11. A playback sequence setting method that
handles bitstream information formed by a stream object
which includes a first data unit, a second data unit
having one or more first data units, and a third data
unit having one or more second data units, and streamer
25 information that manages the stream information,
wherein

the bitstream information includes information of

a program formed of one or more cells, and information of a program chain indicating a sequence of the program or a portion thereof,

the streamer information includes information of
5 the program chain,

the information of the program chain includes start time information of the first data unit including contents of the cell, and

when a boundary between a plurality of neighboring
10 third data units does not temporally correspond to the start time information, one or more of the first data units within a range from a head position of the third data unit including the first data unit indicated by the start time information to a position indicated by
15 the start time information is/are excluded from a playback sequence of the program chain.

12. A bitstream information encode method that handles bitstream information formed by a stream object which includes a first data unit, a second data unit
20 having one or more first data units, and a third data unit having one or more second data units, and streamer information that manages the stream information, said bitstream information encode method comprising:

appending a time stamp to each of one or more
25 packet data formed of the first data unit;

segmenting a sequence of one or more packet data with the time stamp in unit of the third data unit; and

inserting a header, including information that pertains to the packet data, in a first one of the second data units within the third data unit.

13. A method of recording bitstream information
5 encoded by the method of claim 12 on an information medium.

14. A bitstream information encode method that handles bitstream information formed by a stream object which includes a first data unit, a second data unit
10 having one or more first data units, and a third data unit having one or more second data units, said bitstream information encode method comprising:

appending a time stamp to each of one or more
packet data formed of the first data unit;
15 segmenting a sequence of one or more packet data with the time stamp in unit of the third data unit; and
adding an end code to a data end side in the third data unit, and adding, if necessary, a padding area to the data end side.

20 15. A bitstream information encode method according to claim 14, further comprising:

splitting contents of the data sequence segmented in unit of the third data unit at the second data unit;
defining the first data unit stuffed or filled
25 with information essentially having no contents as the padding area when the padding area is present at the end in the third data unit and has a size larger than a

size of the second data unit; and

inserting a header, including information that pertains to the packet data, in a first one of the second data units within the third data unit.

5 16. A method of recording bitstream information encoded by the method of claim 14 on an information medium.

10 17. A bitstream information decode method that handles bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or more second data units, wherein

15 from bitstream information encoded by: appending a time stamp to each of one or more packet data formed of the first data units; segmenting a sequence of one or more packet data with the time stamp in unit of the third data unit; adding an end code and, if necessary, a padding area to a data end side in the third data unit; splitting contents of the data sequence segmented
20 in unit of the third data unit at the second data unit; defining the first data unit stuffed or filled with information essentially having no contents as the padding area when the padding area is present at the end in the third data unit and has a size larger than a
25 size of the second data unit; and inserting a header, including information that pertains to the packet data, in a first one of the second data units within the

third data unit,

the padding area and the header are erased, and
the time stamps are also erased to convert the
bitstream information into a data sequence consisting
5 of the packet data only.

18. A method of reading out a data sequence,
decoded by the method of claim 17, from an information
medium on which the bitstream information encoded by
the method cited in claim 17 is recorded, and playing
10 back information contents included in the data
sequence.

19. An information medium on which the bitstream
information encoded by the method of claim 14 is
recorded.

15 20. An information medium for recording bitstream
information formed by a stream object which includes a
first data unit, a second data unit having one or more
first data units, and a third data unit having one or
more second data units, and streamer information that
20 manages the stream information, said information medium
having a configuration wherein

the bitstream information includes information of
a program formed of one or more cells, and information
of a program chain indicating a sequence of the program
or a portion thereof,
25

the information of the program chain is included
in the streamer information,

the information of the program chain includes
start time information of the first data unit including
contents of the cell, and end time information of the
first data unit including the contents of the cell, and
5 an erase range of a portion of bitstream
information included in the stream object is designated
by the start time information and the end time
information.

21. An information medium for recording bitstream
10 information formed by a stream object which includes a
first data unit, a second data unit having one or more
first data units, and a third data unit having one or
more second data units, and streamer information that
manages the stream information, said information medium
15 having a configuration wherein

the bitstream information includes information of
a program formed of one or more cells, and information
of a program chain indicating a sequence of the program
or a portion thereof,

20 the information of the program chain is included
in the streamer information,

the information of the program chain includes
temporary erase start time information of the first
data unit including contents of the cell, and temporary
25 erase end time information of the first data unit
including the contents of the cell, and

a temporary erase range for a portion of bitstream

information included in the bitstream object is designated by the temporary erase start time information and the temporary erase end time information.

5 22. An information medium for recording bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or more second data units, and streamer information that
10 manages the stream information, said information medium having a configuration wherein

the bitstream information includes information of a program formed of one or more cells, and information of a program chain indicating a sequence of the program
15 or a portion thereof,

the information of the program chain is included in the streamer information,

the information of the program chain includes start time information of the first data unit including
20 contents of the cell, temporary erase start time information of the first data unit including the contents of the cell, and temporary erase end time information of the first data unit including the contents of the cell,

25 a temporary erase range for a portion of bitstream information included in the bitstream object is designated by the temporary erase start time

information and the temporary erase end time information, and

when the start time information matches a head of the first data unit that starts within the third data unit, the streamer information is rewritten by
5 adjusting the temporary erase start time information to the start time information of the first one of the first data units which starts within the third data unit that includes the first data unit with the start
10 time information.

23. An information medium for recording bitstream information formed by a stream object which includes a first data unit, a second data unit having one or more first data units, and a third data unit having one or
15 more second data units, and streamer information that manages the stream information, said information medium having a configuration wherein

the bitstream information includes information of a program formed of one or more cells, and information
20 of a program chain indicating a sequence of the program or a portion thereof,

the information of the program chain is included in the streamer information,

the information of the program chain includes
25 start time information of the first data unit including contents of the cell, temporary erase start time information of the first data unit including the